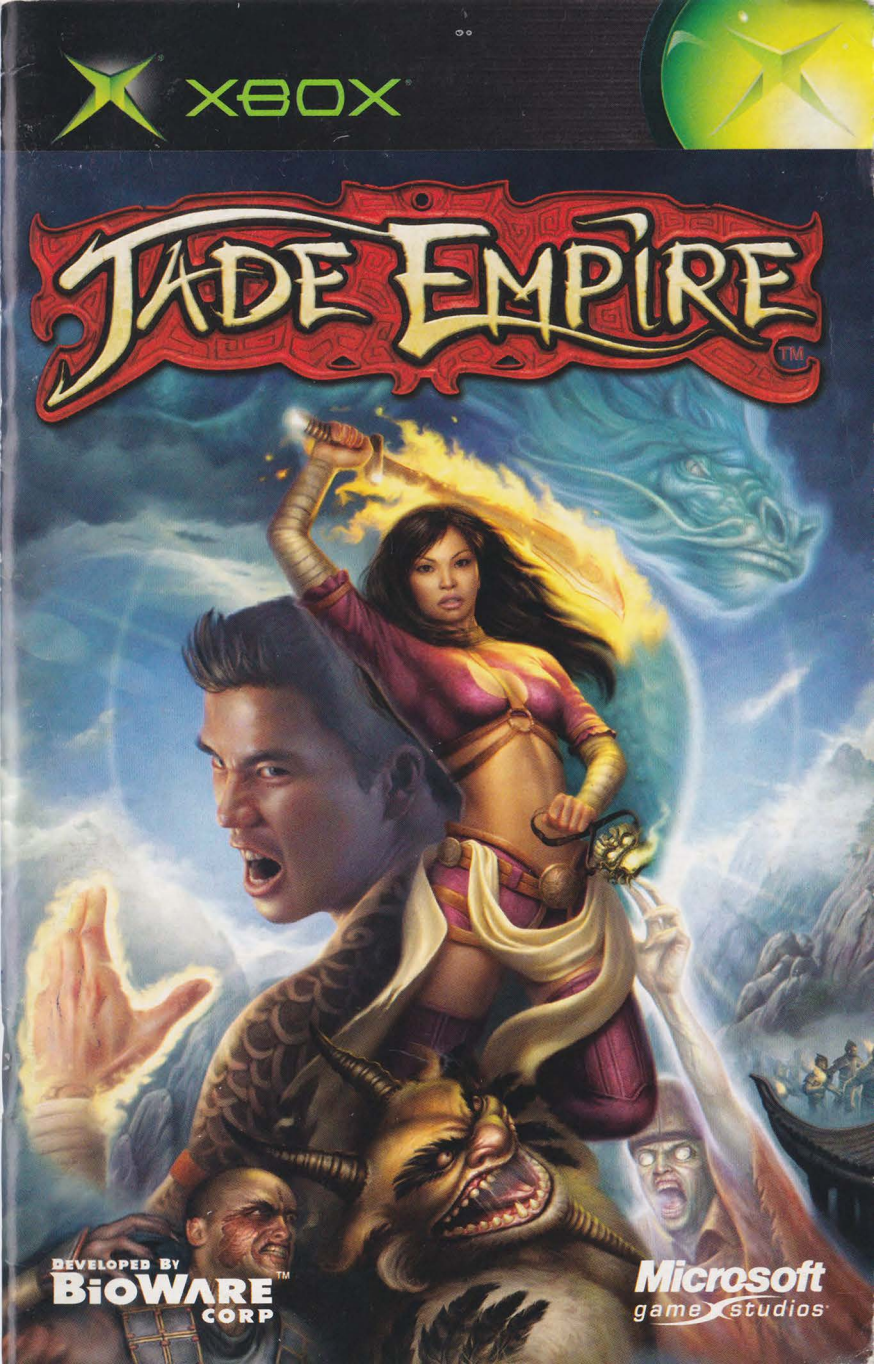
XBOX

JADE EMPIRE™



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Microsoft game studios

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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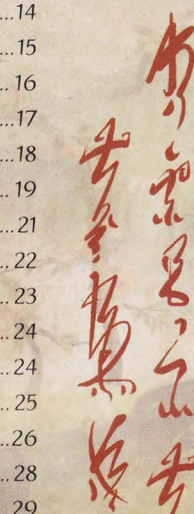


The History of the Jade Empire

The Jade Empire. Fashioned from the Void by the will of the Great Dragon and blessed from its creation, the empire stands at the heart of the civilized world—a cultural wellspring in a sea of barbarity.

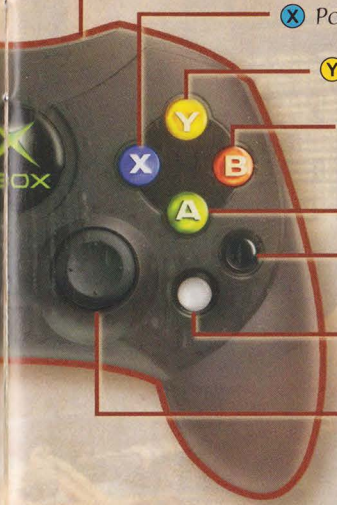
The majesty of the Sun Dynasty has guided our people for generations, preserving our prosperity throughout the ages. The peace of the realm was broken only when nature itself rebelled, withering the land in a decade of thirst. But even this the Emperor Sun Hai would not allow. For when he declared the Long Drought at an end, it was so.

Though you were raised far from the benevolent gaze of the Emperor, you have learned much here in Two Rivers—including control over your body and the mastery of your mind. But the end of your time at this borderland school draws near. Now, experience will replace lessons as you travel beyond the shelter of Two Rivers. Remember that though the reach of the Empire stretches far, powerful spirits lurk just beneath the surface, and the threat of chaos is ever present.

It is natural that, as an orphan, you would have many questions. And while your inquiries to this point have been met with silence, perhaps on this day, answers at last will find you.

Combat Controls

For more information on basic and advanced combat, see pages 18-21.



R Switch targets clockwise

X Power attack

Y Toggle Focus mode

B Block

A Attack

● Toggle Chi strike

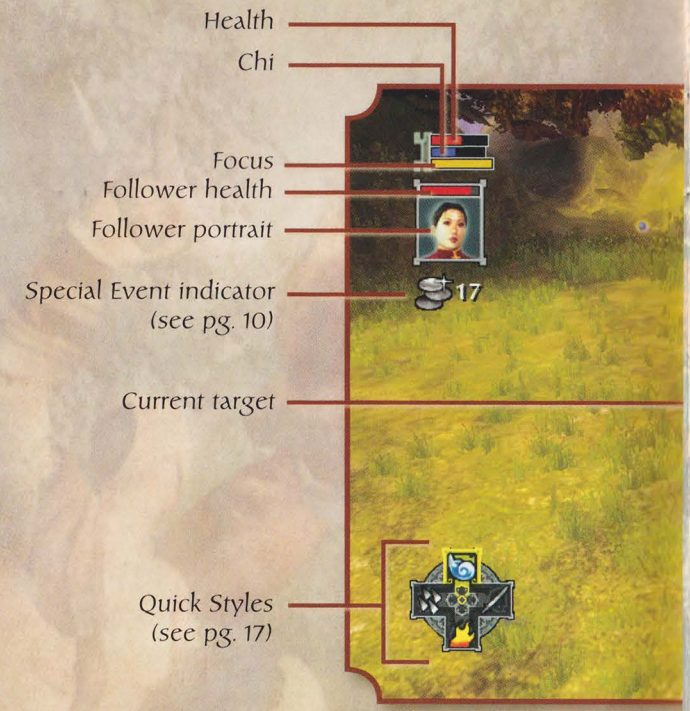
○ Chi heal

R Control camera

Combination Moves

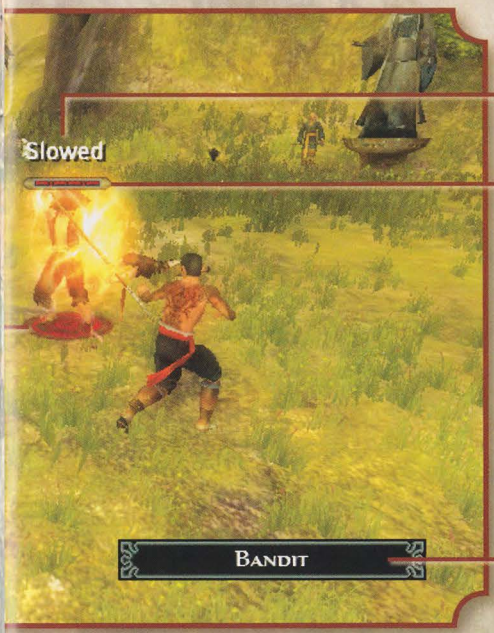
A, A, A	Attack combo
A + X	Area attack
B + ↑ L	Forward flip
B + ↓ L	Backward flip
B + ← L	Left roll evade
B + → L	Right roll evade
L + R	Free Target mode

Combat Screen



Knocking Back Enemies

If you get overwhelmed by sheer numbers, use an area attack (A + X) to give yourself some breathing room.



Status Effect message

Enemy health

Current target name

Status Effect Messages

If a character is hit by an effect that inflicts damage over time or applies a status effect—such as poison or paralysis—the name of that effect appears above the character's head. (See pg. 20.)

Exploration Controls

L Switch targets counterclockwise/
Cycle through in-game menus

L Move character

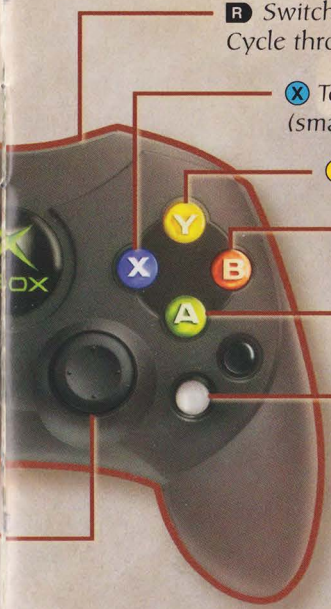
◀ Pause game
(then press X to
display controls)

▶ Display in-game menu

R Control camera
(click for 1st-person view)

Rock, Paper, Scissors

Power attacks break blocks. Blocks stop attacks. Attacks interrupt power attacks. Mastering this dynamic is key to success in combat.



R Switch targets clockwise/
Cycle through in-game menus

X Toggle mini-map
(small/large/off; see pg. 24)

Y Toggle run in Focus mode

B Tumble

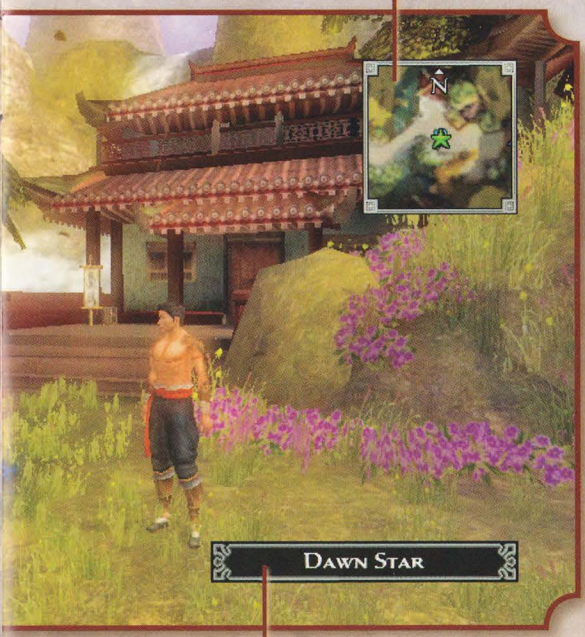
A Action
(talk, pick up object, etc.)

Chi heal

Exploration Screen

Special Event Indicators

- New journal entry (See pg. 25.)
- Silver received
- Level up (See pg. 15.)
- Open Palm points
- Closed Fist points



Mini-map
(press X; see pg. 24)

Follower name/Selected item

Choose Your Path

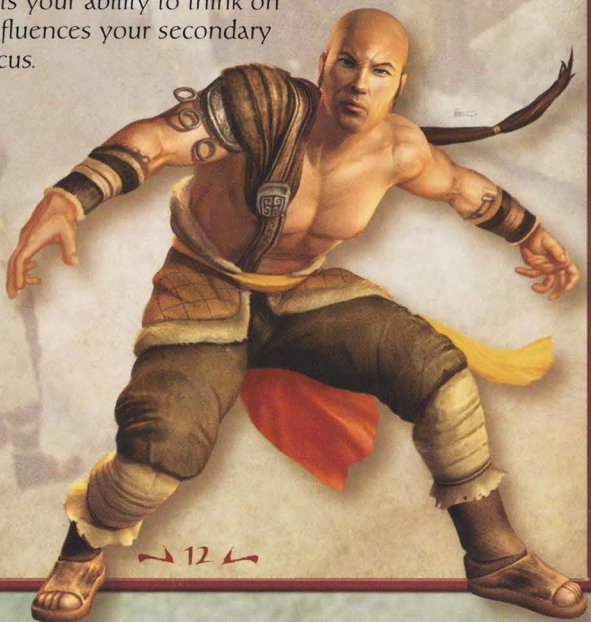
Before your journey begins, choose a character type from the **Character Select** screen. Press Y to customize your character's statistics, or press A to continue with the default stats.

Primary Abilities

Body, Spirit, and Mind work in harmony to create a unified whole, but each of the three determines a different aspect of your skills. You can increase each as you gain experience during your adventures.

To view your primary or secondary ability levels, press ▶ to go to the in-game menu, and then pull L or R to scroll to the **Character Record** screen.

- **Body:** Measures your ability to withstand damage in battle. Influences your secondary ability of Health.
- **Spirit:** Demonstrates your ability to manipulate internal energies, called Chi. Influences your secondary ability of Chi.
- **Mind:** Reflects your ability to think on your feet. Influences your secondary ability of Focus.



Secondary Abilities

In combat your secondary abilities of Health, Focus, and Chi come into play. These abilities are drawn directly from your primary abilities, but they also can be increased by special techniques and essence gems (see pg. 21).

- **Health:** Depletes when you take damage. You can press ○ to expend Chi and heal yourself quickly. To regain Health, grab Health power-ups during combat. If your Health reaches zero, you die.
- **Focus:** Depletes when you enter Focus mode or when you use a weapon style. When you press Ⓨ to focus your mind, your foes seem to slow down while you move at normal speed. To regain Focus energy, gather power-ups from fallen enemies or visit Focus shrines in Exploration mode.
- **Chi:** Depletes when you use Chi healing (○), Chi-enhanced strikes (●), transformation styles, or magic-style attacks. To regain Chi, gather power-ups from fallen enemies, steal Chi from foes with Spirit Thief style, or visit Spirit fonts in Exploration mode.

Using and Increasing Chi

Use Chi to fuel magic styles, to add damage to your attacks, and to heal yourself. Increase your Chi by raising your Spirit when you gain levels (see pg. 15), or by using certain essence gems and techniques (see pg. 21).

Conversation Skills

Wisdom dictates that force is not always necessary. In some instances, you may be able to defeat an enemy with your words alone. To improve a conversation skill, increase your primary abilities (see pg. 12) or equip special essence gems (see pg. 21).

To view your conversation skill levels, press ◐ to go to the in-game menu, pull L or R to scroll to the **Character Record** screen, and then press Y.

- **Charm:** Influence your listener with friendliness or flirtation. Based on your primary abilities of Mind and Body.
- **Intuition:** Reason with your listener, or use your insight to determine what will sway him or her. Based on your primary abilities of Mind and Spirit.
- **Intimidation:** Impress your listener with your physical presence. Based on your primary abilities of Body and Spirit.

In-Game Menu Icons

Press ◐ to access the in-game menu. Pull L or R to scroll.

Character record
(See pg. 12–15.)

Followers
(See pg. 22.)

Styles
(See pg. 16.)

Amulet
(See pg. 21.)

Journal
(See pg. 25.)

Map
(See pg. 24.)

Load game
(See pg. 25.)

Save game
(See pg. 25.)

Options

Leveling Up

As you gain Experience Points (XP), you may increase your skills as you see fit. But as a mighty bear is humbled by a pack of cunning wolves, so too is a powerful warrior bested when he exercises his body alone. Balance is key in all things.

Experience Points

You earn XP by defeating enemies in combat, completing quests, and for being skillful in certain conversations. When you have enough XP to gain a level, you gain a number of Ability Points and Style Points that you can spend to make your character more powerful. Watch for the arrow icon that appears each time your level increases.

Ability Points and Style Points

When you reach certain experience levels, you earn both Ability Points and Style Points. Press ◐ to go to the in-game menu. Spend new Ability Points on your **Character Record** screen, and spend new Style Points on your **Styles** screen. (Pull L or R to scroll through the screens.) Note that after you finalize your choices, you will not be able to change them.

Increasing Focus

Weapon styles and Focus mode are extremely powerful, but they use up Focus quickly. If you like to use these abilities in combat, increase your Mind when you gain a level.

Fighting Styles

> Use Chi to enhance your fighting styles (see pg. 19).

Martial Styles

Martial styles are the most practical and useful fighting styles. Though all inflict damage, each varies in speed and damage potential.

Strategic note: Golems are immune to martial styles.

Magic Styles

Using magic styles draws from your pool of Chi. In addition to doing damage, they generally cause special longer-lasting effects such as immolation or petrification (see pg. 20). Because of the awesome range and power of these styles, only those with high Chi can use them for long.

Strategic note: Demons and golems are immune to magic styles.

Weapon Styles

Weapon styles have excellent reach and speed, but these advantages come at a cost. Each attack drains your Focus, making these styles too tiring to use in long battles.

Strategic note: Spirits are immune to weapon styles.

Transformation Styles

To learn transformation styles you must absorb the spirit of a fallen enemy—a rare occurrence. Although it exacts a significant Chi cost, this style temporarily grants you the immense power and fearsome special attacks of the fallen beast you emulate.

Support Styles

Support styles do no direct damage, but their strategic use can enhance other styles. Use support styles to slow down, stun, or paralyze your enemies.

Strategic note: Demons, floating spirits, and golems are immune to support styles.

Quick Styles

As a skilled fighter you must keep your training close to your heart and be able to switch styles the moment it becomes necessary. Remember the strengths and weaknesses of each style, and press a direction on ⊕ to change styles instantly in combat.

The first four styles you acquire will be assigned automatically to ⊕. However, you may change these assignments as you wish, even during combat.

To assign a style to ⊕

1. Briefly press and hold ⊕ in the direction you'd like to assign the new style.
2. Select the desired style from the pop-up menu, and then press Ⓐ.

Immunities

Many creatures are immune to certain style types. For example, spirits are immune to support and weapon styles. Experiment with different styles against these enemies.

Basic Combat

Attack

Press A to perform the basic attack for any fighting style. You can string together a powerful attack combo by rapidly pressing A, A or A, A, A.

Block

Press B to defend yourself from basic attacks (A) and area attacks (A+X)—but beware of unblockable power attacks (X).

Power Attack

Press X to perform a slow but powerful attack that penetrates any block. Because it is so slow, it can be interrupted by a faster attack (A).

Area Attack

Press A and X at the same time to knock back all opponents around you. Most area attacks do not inflict any damage. Also, note that you can press B to block an area attack.

Evade

To get out of a bad situation or avoid an enemy's special attack, press B and move L simultaneously .

Target

Pull either trigger to target a different opponent. L switches to the next target on your left; R switches to the next target on your right.

Free Target Mode

Pull L+R to break your lock on an opponent and move more freely around the combat area. Pull L, R, or L+R again to exit this mode.

Advanced Combat

Tactical Pause

While paused you can change fighting styles, switch targets, and swivel the camera to get a better look at the situation. Press ◀ to enter or exit Tactical Pause mode.

Focus Mode

Focusing your mind during combat makes your foes seem to slow down, while you retain your mental clarity and physical speed. While exploring, Focus mode allows you to run extremely fast. Press Ⓨ to enter or exit Focus mode, but remember that spending time in this mode drains your Focus energy. To regain Focus energy, gather power-ups from fallen enemies or visit Focus shrines in Exploration mode.

Chi Strike

Press ● to power your attacks with Chi; while in Chi Strike mode, all your attacks do more damage. Press ● again to exit Chi Strike mode. To regain Chi, gather power-ups from fallen enemies, use Spirit Thief style to steal Chi from foes, or visit Spirit fonts in Exploration mode.

Chi Heal

Press and hold ○ to spend Chi to heal yourself. You continue to heal as long as you hold ○ and have remaining Chi, or until your Health bar is full.

Harmonic Combos

Some attacks in magic or support styles trigger very effective combination attacks called harmonic combos. When a harmonic combo is triggered, a timer appears around the feet of the targeted enemy. While the timer is visible, switch to a martial style, and then press Ⓧ to finish the combo with a power attack.

Status Effects

Some fighting styles include attacks that inflict damage in special ways. Note that some enemies and fighting styles are immune from certain status effects.

- **Poisoned:** Target's Health decreases until the effect wears off.
- **Immolated:** Target is set on fire and his or her Health decreases until the effect wears off. Enemies cannot attack while they are on fire.
- **Frozen:** Target is locked in a block of ice and his or her Health decreases until the effect wears off.
- **Slowed:** Target's movement and attack rates are slowed down until the effect wears off.
- **Paralyzed:** Target is immobilized until the effect wears off.
- **Shocked:** Target takes minor damage over time until the effect wears off.
- **Disoriented:** Target wanders aimlessly and cannot attack until the effect wears off.
- **Drained:** Target is stunned, and his Chi is funneled to the attacker until the target takes damage.

Power-ups

Defeated enemies sometimes drop power-ups that restore your abilities or make you more powerful in combat.

- **Health:** Restores some Health.
- **Chi:** Restores some Chi.
- **Focus:** Restores some Focus.
- **Restore All:** Restores some Health, Focus, and Chi.
- **Unblockable:** Makes all attacks unblockable for a short time.

Shrines

The Jade Empire is a land of tradition, and the world is dotted with shrines where you can regain your Health, Chi, and Focus. To use a shrine, stand in front of it, and then press A.

- **Spirit Font:** Completely restores Health and Chi.
- **Focus Shrine:** Completely restores Focus.

Techniques

Watch for rare and powerful training called techniques. These come in many different forms, but all are permanent, so choose wisely before accepting a new one. Also, be sure to keep an eye out for hidden techniques. Press X on the **Character Record** screen to see a list of techniques you have acquired.

Dragon Amulet and Essence Gems

Essence gems seem nothing more than common stones or jewelry to most. But to one trained in their use, they are sources of spiritual power. The Dragon Amulet enables its user to harness this power. By placing essence gems into the Dragon Amulet's slots, the amulet's wearer can channel the power of those gems to augment his or her own abilities.

To access your Dragon Amulet

1. Press ▶ to access the in-game menu, and then pull L or R to scroll to the **Amulet** screen.
2. In the left-hand window, use ✥ to highlight the slot where you want to place the gem, and then press A.
3. When the gem inventory opens, use ✥ to highlight the appropriate gem, and then press A to select it.

Followers

Others will be drawn to you and your search. So it is with a great cause such as yours—even those with little talent for magic instinctively feel the dire nature of your task and long to take part. Be cautious when choosing whom to accept into your circle.

Though you will gain many followers, only one may accompany you at any time, and each supports you in a different way. To switch followers or change their combat behavior, press ▶ to go to the in-game menu, then pull L or R to scroll to the **Followers** screen.

To switch followers, highlight the follower you want on the **Followers** screen, and then press Ⓐ. Note that in some instances, such as during combat, you are not able to switch followers.

To switch between Attack and Support modes, select a follower, and then press Ⓧ. Use L to highlight the desired mode, and then press Ⓐ.

Dawn Star

Like you, Dawn Star was brought to Two Rivers as a child. Considering her general kindness to all, it is no surprise that you became close friends. But, caring though she is, many in the village consider her strange, whispering that she speaks with ghosts. Just as she has accompanied you throughout your years of learning, you would be wise to keep her close to your side during the trials to come.

Sagacious Zu

The hermit of the swamp is a man with blackened hands and the scars of many battles. His skill in battle is unquestionable, but his loyalty to your cause is not so certain.

Foes

These days the land overflows with perils—some originating in this world, others emanating from the next.

Bandits

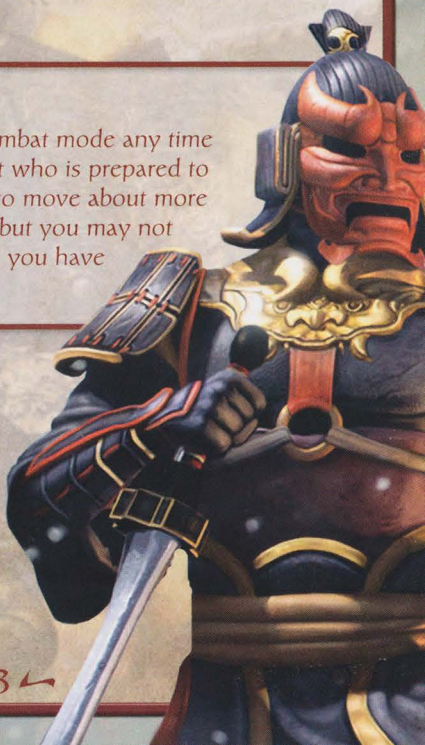
These scoundrels typically roam the countryside, preying on weary travelers. But with recent events keeping most citizens close to the safety of their hearths, these bloodthirsty rogues have become desperate, attacking towns directly.

Death's Hand

Few dare speak the name of the Emperor's advisor, but all live in fear of him. Little is known of Death's Hand other than that he is the leader of the shadowy Lotus Assassins. A few brave souls imply that the Emperor relies on his counsel more than is prudent.

Combat Encounters

You automatically enter Combat mode any time you approach an opponent who is prepared to fight. You can pull L+R to move about more freely in Free Target mode, but you may not leave the combat area until you have dispatched your foe.



Mini-Map

To see a mini-map of your immediate area, press X while in Exploration mode (see pg. 10). Repeatedly press X to cycle through a small map, a large one, or none at all.

Areas where you have been are shown clearly, while areas you have yet to explore appear dark. After you have visited an important area it is labeled on the mini-map and marked with an icon.

Area Map

The larger area map shows the area you are currently in, with important characters and locations highlighted. To view this map, press ▶ to go to the in-game menu, and then pull L or R to scroll to the **Map** screen.

Area Map Icons

- Point of Interest
- Exit
- Base Camp
- Player
- Plot Giver
- Store
- Shrine

Journal and Quests

Use your journal to remind yourself of the details of your quests. Important information will be recorded automatically. As you endeavor to complete the tasks you are given, keep in mind that rarely is there a single means to an end—the choices you make affect your character, your followers, and the world at large.

To access your journal

1. Press ▶ to access the in-game menu, and then pull L or R to scroll to the **Journal** screen.
2. Repeatedly press A to cycle through All Active Quests, Active Main Story Quests, Active Subquests, and All Completed Quests.
3. Press up and down on ✣ to highlight a quest. Information about that quest appears in the lower window.
4. Press right on ✣ to move to the task list on the right side. Press up and down on ✣ to highlight a task. Information about that task appears in the lower window.
5. Press X to see an inventory of plot items.
6. Press Y to review recent dialog and rewards.

Saving and Loading Games

Your game is saved automatically after key events. To save a game yourself at a particular point, press ▶ to go to the in-game menu. Pull L or R to scroll to the **Save Game** screen. Note that you cannot save during combat.

To load a saved game, press ▶ to go to the in-game menu, and then pull L or R to scroll to the **Load Game** screen.

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Yvette Wagner
All our friends and family

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● **Excell Data Corporation**

See in-game credits for full list of team members.

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Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

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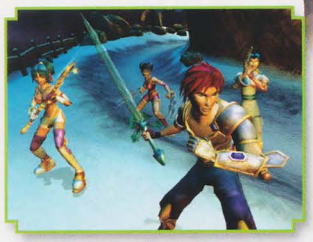
SUDEKI

Four heroes—a sultry mage, a soaring gunslinger, a powerful swordsman, and a dark huntress—are about to be hurtled over the edge in a flight into darkness. Sudeki™ pushes the limits of what a role-playing game (RPG) can be by providing bigger worlds, more powerful heroes, and sexier heroines, all set in the context of fantastical real-time action. In a world ripped apart by deceit, take control of four heroes on a twisting path of betrayal, real-time combat, and unbelievable magic.



Control any one of the four distinctive champions at any time.

Evolve new powers and abilities while facing over 65 unique enemies.

Unleash furious attacks and awesome magic in fast-paced, real-time combat.

xbox.com/sudeki

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CLIMAX

Microsoft game studios

MATURE 17+ M CONTENT RATED BY ESRB

XBOX

FABLE™

In this groundbreaking role-playing adventure game from Big Blue Box and Lionhead Studios, your every action determines your character's skills, appearance, and morality. Your character's life story is created from childhood through to adulthood and on to old age. Grow from an inexperienced child into the most powerful being in the world, spoken of by all and immortalized in legend. Choose the path of righteousness, or dedicate your life to evil, and see yourself transform into a reflection of your actions and decisions. Age leaves you wizened, and battle leaves you scarred. Who will you be?

Evolve in Real-Time – Will you fight for honor and justice, or betray the people? Remember that it determines how you look and how others react to you.

Never the Same Game – As the real world, your decisions allow you to become a different person – be it hero, villain, or anything in between.

Real Reactions – Known for cruel brutality? Children will run. A reputation for heroism and nobility? Bathe in the adoration of your fans as you march into town.

xbox.com/fable

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LIONHEAD STUDIOS

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XBOX

FORZA MOTORSPORT™

Forza Motorsport™ is the first fully customizable driving simulator for Xbox. With authentic handling and damage physics, lifelike graphics, and realistic tuning options, *Forza Motorsport* brings your passion for cars and racing to life as you explore the high-speed world of performance automobiles. Feel the pride of owning more than 200 models from Nissan, Honda, Toyota, Ferrari, Porsche, Mercedes-Benz, and more than 50 other manufacturers. With your own collection of custom-built race cars, take on the competition at famous circuits, such as The Nürburgring Nordschleife, Laguna Seca, Tsukuba, Road America, or on the spectator-lined streets of New York City, Tokyo, and Rio de Janeiro. *Forza Motorsport*. You are what you race.

Make Every Car Yours – Trick out sports compacts with rims and wings, then add decals and custom paint schemes. Upgrade with suspension kits and turbochargers – even swap engines for more power.

Experience the Most Technologically Advanced Driving Simulation on Xbox – Cars incur damage and wear, which affects car performance. Advanced tire and suspension models respond to heat and pressure changes, as well as weight transfer and aerodynamic load.

Take It Online – Cutting-edge Xbox *Live* innovation includes online careers, Car Clubs, scoreboards, car buying and selling, and auto-matching against opponents of similar skill.

xbox.com/forza

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Microsoft game studios

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XBOX LIVE ONLINE ENABLED

MECHASSAULT 2 LONE WOLF

MechAssault® 2: Lone Wolf **continues the massive destructible environments, intense combat, and addictive online multiplayer gameplay that you have loved since *MechAssault* first hit Xbox. Continuing in the 31st century, *MechAssault 2* allows you to encounter entirely new experiences in the epic BattleTech world. This third-person action/shooter game takes immense destruction to another level—you can fully destroy the environments of the game's five worlds!**

Choose from a variety of weapons and vehicles—from the stealthy Raptor 'Mech to the 'Mech-jacking BattleArmor—all equipped with different weapon configurations and artillery. Embark on an intensive single-player campaign, or defeat your enemies in the ultimate online multiplayer experience.

For the first time ever, *MechAssault 2* gives you the ability to get in and out of the 'Mech to experience warfare up close and personal.

With action and graphics so realistic, you feel as if you are truly immersed in this world where 40-foot 'Mechs reign supreme.

Delve into the deeply enhanced single-player campaign filled with seamless storytelling.

xbox.com/mechassault2

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TEEN T CONTENT RATED BY ESRB

XBOX LIVE

Combat Controls

Combination Moves

A, A, A	Attack combo	B + ↑ L	Forward flip
A + X	Area attack	B + ↓ L	Backward flip
L + R	Free Target mode	B + ← L	Left roll evade
		B + → L	Right roll evade

Official Jade Empire BioWare web site:
jade.bioware.com

Official Jade Empire Xbox web site:
jadeempire.xbox.com

Official BioWare web site:
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